CodeWarrior®

Windows Resource Editor Guide

Because of last-minute changes to CodeWarrior, some of the information in this manual may be inaccurate. Please read the Release Notes on the CodeWarrior CD for the latest up-to-date information.

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Welcome

This manual describes how to use the CodeWarrior Windows Resource Editor to create and edit resources for your Microsoft Windows programs.

This introduction includes the following sections:

- Read the Release Notes!—where to look for important last-second information on the software covered in this manual.
- What's in this Manual—descriptions of the contents of this manual
- Getting Started—a quick introduction to using Windows Resource Editor
- Where to Go from Here—how this manual is organized and where you'll find specific information

TIP: To quickly get started using the CodeWarrior Windows Resource Editor application, see "Resource Editor Basics" on page 11.

Read the Release Notes!

Before using the Windows Resource Editor, read the release notes. They contain important last-minute information about new features, bug fixes, and incompatibilities that *may not be included in this guide*.

The `Release Notes` folder is always included as part of a standard CodeWarrior installation. This directory is also located at the top level of the CodeWarrior CD.

What's in this Manual

Table 1.1 lists the chapters in this manual and the topics they cover. For information on topics not covered in this manual, see "Where to Go from Here" on page 9.

Table 1.1 Chapters in this manual

This chapter…	covers these topics
"Welcome" on page 7	(this chapter) introduces you to this manual and briefly describes how to use the resource editor
"Resource Editor Basics" on page 11	the Windows resource editor application, the files it creates, the kinds of resources you create with it, and using some of its user interface features
"Accelerator Tables" on page 29	working with accelerator table resources
"Bitmaps, Cursors, and Icons" on page 31	working with bitmap image, cursor, and icon resources
"Dialog Boxes" on page 37	working with dialog box resources
"Menus" on page 45	working with menu resources
"String Tables" on page 47	working with character string resources
"Toolbars" on page 49	working with toolbar resources
"Version Descriptions" on page 51	working with version resources
"Custom Resources" on page 53	working with custom resources
"Menu Reference" on page 55	descriptions of the menus and menu commands in Windows Resource Editor

Getting Started

The CodeWarrior Windows Resource Editor offers commands and tools for creating, manipulating, editing, and saving resources for Microsoft Windows programs through an intuitive graphical user interface.

This section gives a brief introduction to using the CodeWarrior Windows Resource Editor application by pointing you to other topics in this manual that cover the editor's most-used commands and features.

Learning about the Windows Resource Editor

To learn about the essential parts of the resource editor, see "Resource Editor Basics" on page 11. Among other introductory topics, this chapter describes:

- the kinds of resources you can create and edit
- creating, editing, and deleting resources
- the kinds of files you can create, open, add resources to, and save to
- how to do basic tasks in the resource editor like selecting items, editing text, moving and copying resources

Using resources in a Windows program

To learn how to include the resources you create with Windows Resource Editor in a Windows program, see "Adding Resource Files to a CodeWarrior IDE Project" on page 19.

Where to Go from Here

This manual shows you how to use the CodeWarrior Windows Resource Editor application. It doesn't show you how to incorporate resources you've created with this application into a Windows program.

Refer to these other sources of information and documentation for more information on using resources you create with the Windows Resource Editor. Note that some of the documentation referred to here might not be applicable to the CodeWarrior package you're using.

- For information on using resources in your Win32 program, see *Microsoft® Developer Network*,

  `http://www.microsoft.com/msdn`

- For information on using Windows Resource Editor with other CodeWarrior tools to develop your Win32 software, see *Targeting Win32.*
- For information on using Windows Resource Editor with other CodeWarrior tools to develop your Windows CE software, see *Targeting Windows CE.*
- For information on adding and managing resource files in a CodeWarrior IDE project, see the *IDE User Guide*.

2

Resource Editor Basics

This chapter introduces you to what a resource is, the types of resources that you create and modify with Windows Resource Editor, the kinds of files the editor works with. This chapter also describes how to do common operations like selecting, moving, copying, deleting, and editing items while using the resource editor.

This chapter contain the following sections:

- What is a Resource?
- Setting up Windows Resource Editor
- Working With Resources
- Working with Resource Files
- User Interface Basics

What is a Resource?

A resource is a piece of structured data typically used to describe user interface elements like a dialog box, menu, mouse cursor, or character string. Your program refers to its resources when it presents its user interface to the user. By separating resources from application source code, changing the appearance of an application is simple; you modify resources without having to change any application source code. For example, storing text messages in character string resources makes it simpler to localize your application for different countries without having to recompile the entire program.

Setting up Windows Resource Editor

Before opening a resource file, make sure you set the `INCLUDE` environment variable to include the directories for the Win32 and MFC (Microsoft Foundation Classes) header files.

On Windows 95 or later, add a line in your `CONFIG.SYS` file that defines `INCLUDE` to list the path names to the directories that contain the Win32 and MFC header files.

On Windows NT, add these path names for `INCLUDE` in the **Environment** panel of the **System** control panel.

NOTE: If Windows Resource Editor was placed on your computer's hard drive with installation software, you don't need to change the `INCLUDE` environment variable because the installation software has done it for you.

Working With Resources

With Windows Resource Editor you create, edit, and remove resources in a resource file. Windows Resource Editor has special features to edit several types of resources, like bitmap images, dialog boxes, and version information. The topics in this section describe the resources you create and edit with Windows Resource Editor, along with common tasks for working on resources.

- Resource Types
- Resource Properties
- Creating, Editing, and Deleting Resources

For information on working with resource files, see "Working with Resource Files" on page 16.

Resource Types

Use Windows Resource Editor to create and edit these resources:

Accelerator Table

An accelerator table lists keyboard shortcuts that correspond to often-used actions and commands in a program. Use Windows Resource Editor's accelerator table editor to create and edit accelerator table resources. For more information, see "Accelerator Tables" on page 29.

Bitmap

An bitmap resource is a picture composed of a grid of pixels that appears on the computer's screen. Unlike icon and cursor resources, a bitmap may be of any size. Use Windows Resource Editor's bitmap editor to create and edit bitmap images. For more information, see "Bitmaps, Cursors, and Icons" on page 31.

Cursor

A cursor resource is a small bitmap that appears as the mouse pointer on the screen. A cursor has a fixed, standard size of 32 × 32 pixels. Use Windows Resource Editor's bitmap editor to create and edit bitmap images. For more information, see "Bitmaps, Cursors, and Icons" on page 31.

Icon

An icon resource is a small bitmap that is typically used to represent a file, disk, folder, or other file-related object. Icons have two fixed, standard sizes of 32 × 32 and 16 × 16 pixels. Use Windows Resource Editor's bitmap editor to create and edit bitmap images. For more information, see "Bitmaps, Cursors, and Icons" on page 31.

Dialog Box

A dialog box resource describes a window that contains controls for letting the user manipulate a program's settings or presenting urgent information to the user. Use Windows Resource Editor's dialog box editor to create and edit dialog box resources. For more information, see "Dialog Boxes" on page 37.

Menu

A menu resource lists a set of choices the user may select from. Use Windows Resource Editor's menu editor to create and edit menu resources. For more information, see "Menus" on page 45.

String Table

A string table resource is a set of character strings. A program uses a string table to hold text it presents to the user, such as error messages, help text, and other textual information. Use Windows Resource Editor's string table editor to create and edit string tables. For more information see "String Tables" on page 47.

Toolbar

A toolbar resource describes a collection of graphical buttons that give quick access to commonly-used actions and commands. Use Windows Resource Editor's toolbar editor to create and edit toolbars. For more information see "Toolbars" on page 49.

Version Description

A version resource describes information about a program, such as its revision, its author, the operating system it runs on, and other related information. Use Windows Resource Editor's version editor to create and edit version descriptions. For more information see "Version Descriptions" on page 51.

Custom Resource

A custom resource is simply a resource that has a structure and contains values specified by you, the programmer, rather than a standard resource recognized by the operating system. Use Windows Resource Editor's custom resource editor to view and edit your own resources. For more information see "Custom Resources" on page 53.

Resource Properties

Use the Properties window to view and change an accelerator table resource's properties. See "Setting Properties" on page 27 for information on using the Properties window.

The rest of this topic lists and describes the properties for an accelerator table resource.

ID

Specifies resource's identification number. The value of this property must be unique among all accelerator table resources.

Language

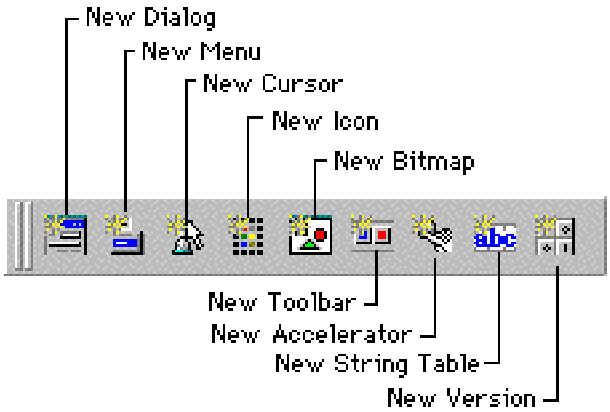
Specifies language that the resource is localized for.

Creating, Editing, and Deleting Resources

After opening or creating a resource file, create and modify resources in the file.

Click one of the buttons in the toolbar, shown in Figure 2.1, to add a resource to the active resource file. The new resource will appear in the active file window.

Figure 2.1 New resource buttons in the toolbar



To edit a resource you've created or one that already exists, double-click its entry in the file window. An editor window will appear showing the resource's contents.

To delete a resource, select it in the file window then choose **Delete** from the **Edit** menu.

See also

For information on creating a resource file see "Creating, Opening, and Saving Resource Files" on page 18. For information on the resources created with the resource editor, see "Resource Types" on page 12. For information on editing a specific type of resources, see the relevant chapter described in "What's in this Manual" on page 8.

Working with Resource Files

Windows Resource Editor works with several types of files that contain resources. It also lets you set properties for resource files. The topics in this section are:

- Resource File Types
- Resource File Properties
- Creating, Opening, and Saving Resource Files
- Adding Resource Files to a CodeWarrior IDE Project

For information on working with resource files, see "Working With Resources" on page 12.

Resource File Types

Windows Resource Editor lets you open and work with resources in several different types of files. The types of files are listed in this topic.

Resource Script

A resource script file is a text file that contains descriptions of resources. Resource script files have a ".rc" file name extension. A

special compiler translates a resource script file into binary resource data that is ready to be linked into a program or library. Refer to the appropriate *Targeting* manual for more information on compiling resource scripts.

Binary Resource File

A binary resource file contains resources in their raw form, containing the actual resource data and not their textual representation. Binary resource files have a ".res" file name extension.

BMP File

A BMP file contains a bitmap image. BMP files have a ".bmp" file name extension.

Icon Image File

An icon image file contains a set of icon images. Icon image files have a ".ico" file name extension.

Cursor Image File

A cursor image file contains a set of cursor images. Cursor image files have a ".cur" file name extension.

Executable File

An executable file contains an actual program. Executable files often contain resources used by the program. Windows Resource Editor is able to open an executable file and give you access to the file's resources so that you may add new resources, edit existing resources, or remove resources. Executable files have a ".exe" file name extension.

DLL File

A DLL file is a dynamic library file. Like an executable file, a dynamic library file may also have resources that Windows Resource Editor can make available for creating, editing, and deleting. Dynamic library files have a ".dll" file name extension.

Resource File Properties

Use the Properties window to view and change a resource's properties. See "Setting Properties" on page 27 for information on using the Properties window.

The rest of this topic lists and describes the properties for a resource file.

File name

The resource file's path and file name

MFC features

If true, the resources may be used with the Microsoft Foundation Classes (MFC) framework; if false, the resources may be used with MFC or the Win32 API.

Use 3D controls

If true, Windows will give the resources in this file a 3D appearance when it displays them.

TIP: To make sure the properties you're editing belong to a file and not a resource, select only the top entry in the file window's view, which is the file's name with "resources" added to it.

For more information on examining and changing properties see Properties Window.

Creating, Opening, and Saving Resource Files

To open a file that contains resources use the Open command in the File menu.

To create a new resource file use New command in the File menu.

To save changes you've made to a resource file use the Save and Save As commands in the File menu.

TIP: If you get an error when trying to open a resource file, make sure the `INCLUDE` environment variable is properly set up. See "Setting up Windows Resource Editor" on page 12 for more information.

Adding Resource Files to a CodeWarrior IDE Project

After creating or editing a resource file, add it to a CodeWarrior IDE project to compile and link it into a Windows application. To add a resource file to a project, save the file in Windows Resource Editor, then use the IDE's **Add Files** command in the **Project** menu to add the resource file you just saved to a project.

For information on managing projects, refer to the *IDE User Guide*. For more information on creating applications, DLLs, and other programs for Windows, refer to the *Targeting* manual.

User Interface Basics

Windows Resource Editor provides a rich, intuitive user interface to help you quickly and easily create and edit resources. The topics in this section cover what you see while using Windows Resource Editor and some common tasks you'll do while working on resources. These topics are:

- Resource Editor Window
- Properties Window
- File Window
- Editor Window
- Selecting
- Moving, Copying, and Deleting
- Undoing
- Working with Lists
- Text Editing

- Setting Properties

Resource Editor Window

Windows Resource Editor's window is divided into sections. Figure 2.2 shows a typical window.

Menu bar

Choose a command from the *menu bar* to work on files, resources, and configure Windows Resource Editor itself. See "Menu Reference" on page 55 for a list of these menus and their commands.

Toolbar

Click a button on the *toolbar* to work on files and resources. To find out what a button on the toolbar does, move and hold the mouse pointer over it to show a tool tip describing the button. A description of the button the mouse pointer points to also appears in the status bar. To show or hide the toolbar, use the **Toolbar** command in the **View** menu.

File windows

To see and navigate through the resources in a file opened in Windows Resource Editor, use a *file window*. A file window shows the file's name and a hierarchical view of the file's contents.

For more information see "File Window" on page 22.

Editor windows

To add to, lay out, and edit a resource, use an *editor window*. An editor window displays a resource and lets you work on it. For more information see "Editor Window" on page 24.

Tool palette

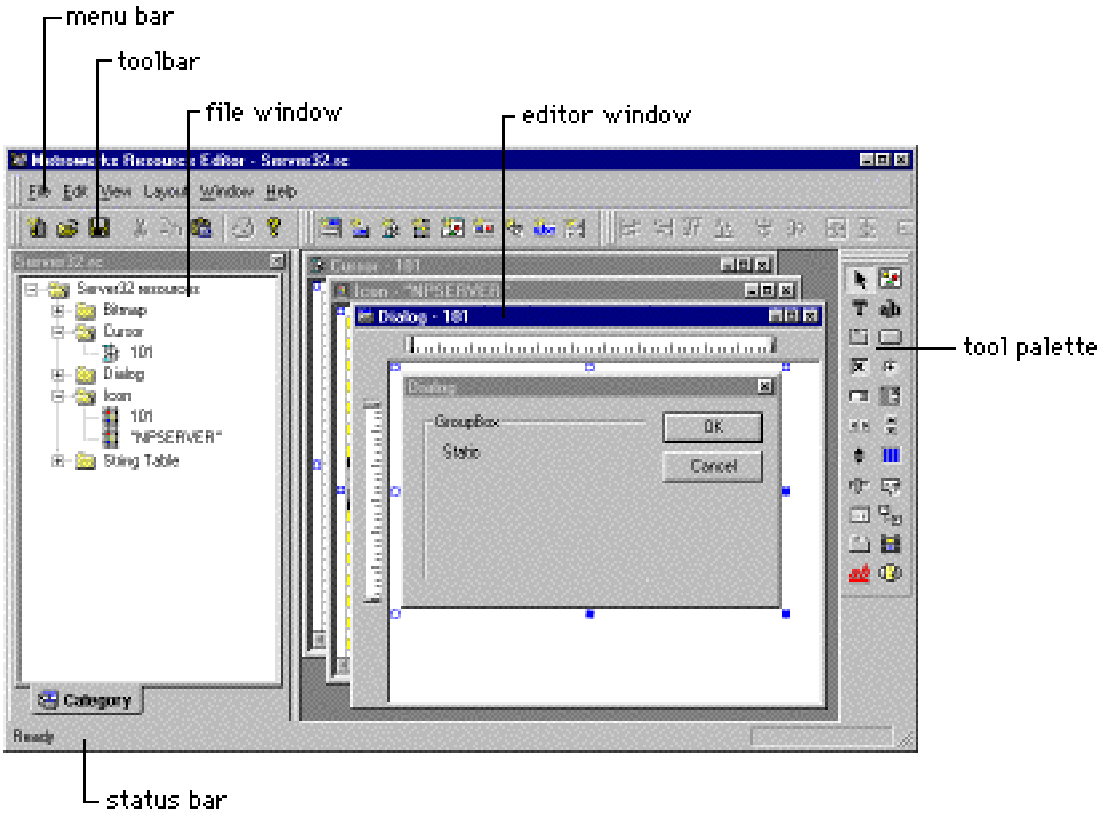
To choose tools to operate on a resource in an editor window, use the *tool palette*. The tool palette shows tools for the resource shown in the active editor window. For example, when editing a dialog box

the tool palette shows tools for adding radio buttons, checkboxes, scroll bars, and other user interface controls to the dialog box.

Status bar

To see information about what Windows Resource Editor is doing, look at the *status bar*. The status bar presents information about any operations the resource editor is doing. It also shows a description of the toolbar button or tool palette item the mouse pointer is on. To show or hide the status bar, use the **Status Bar** command in the **View** menu.

Figure 2.2 The Windows Resource Editor window



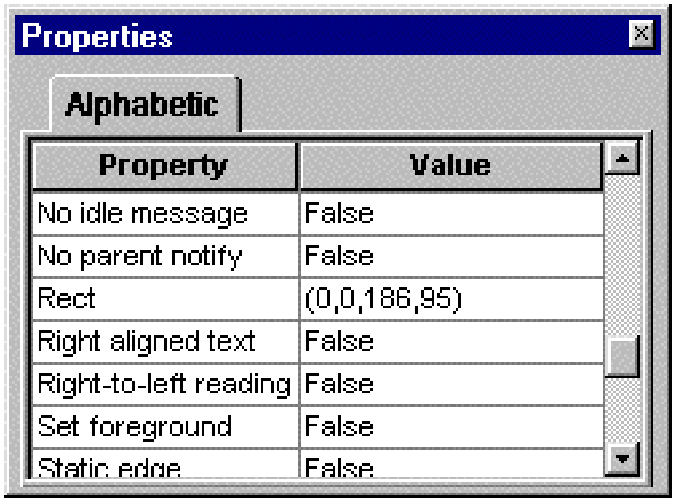
Properties Window

The properties window lists an item's properties and the values of those properties (Figure 2.3). Use an item's Properties window to change features like the item's name, its appearance, and its behavior.

To see an item's properties window, right click it and choose **Properties** from the shortcut menu.

To change a property, click its value then choose a value from the pop-up menu that appears or type a new value, depending on the type of property you want to change.

Figure 2.3 The Properties window

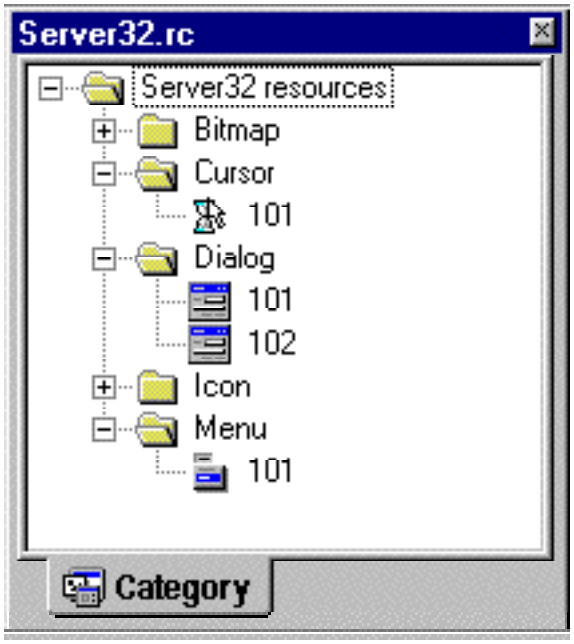


TIP: Dragging the properties window to the left edge, the top, or the bottom of the Windows Resource Editor window will resize it and arrange other windows to neatly place the properties window.

File Window

The file window shows a hierarchical list of the resources in a file opened in Windows Resource Editor (Figure 2.4).

Figure 2.4 The File window



Shortcut menu for a file window

Right-clicking in the file window presents these options:

- **Open**—opens the selected resources in editor windows
- **Open Binary**—opens the selected resources in editor windows that show the binary data in the resource
- **Insert *ResourceType***—adds a new resource of type *ResourceType* to the file
- **Insert**—shows a dialog box prompting you to choose the type of resource to add to the file

  For descriptions of the resources you may add to a file see "Resource Types" on page 12.
- **Properties**—shows a Properties window for the file

  For a list of file properties, see "Resource File Properties" on page 18.

Editor Window

Use an editor window to edit and lay out a resource. Windows Resource Editor opens an editor window for each resource you edit. For visual resources, like dialog boxes, the editor window shows the dialog box as it will appear in your program. Other editor windows show a list of the items in a resource, like the editor window for a string table. For more information on the resources you can create and edit, see "Resource Types" on page 12.

Selecting

Windows Resource Editor follows the standard behavior for selecting items in a window. In general, you first select an item or group of items using the left mouse button, then you perform an operation on the item(s).

To select an item, you click it.

To select a contiguous set of items in a list, you click the first item then hold down the Shift key while clicking the last item.

To select a discontiguous item while keeping the current selection, press the Control key and click.

To select items with one gesture, click and drag the mouse. Items that intersect the area defined by the resulting selection marquee become selected when you release the mouse button.

For marquee selection to work, the drag must begin in an empty area of the window. If you click and drag on an item, you move or copy the item instead of starting a marquee.

To deselect a selected item, Control-click it.

Moving, Copying, and Deleting

To move or copy an item, you click and drag it. If you drag an item to another location in the same window, you move it.

If you drag an item from one window and drop the item in another window, Windows Resource Editor makes a copy of the item in the destination window. The item is *not* removed from the originating window.

To copy an item you move within a window, press the Control key before dropping the item.

Drag and drop also works in the bitmap editor.

The standard **Cut**, **Copy**, and **Paste** commands from the **Edit** menu work in the traditional manner at all appropriate times. These commands are also available if you right-click an item.

To delete an item, select it. Then press the Delete key.

Undoing

To reverse the last action as if it never happened, choose **Undo** from the **Edit** menu. For example, if you move a control in a dialog box and decide you prefer it in its original position, use the **Undo** command. **Undo** may be used more than once in a row.

To reverse the action of the last **Undo** command, choose **Redo** from the **Edit** menu.

Working with Lists

Some windows, like the file window, display lists of information. You can navigate through lists of items by pressing the Up or Down arrow keys. Each time you do, the next or previous item in the list becomes selected.

You can extend a selection in a list by pressing the Shift key and typing the up or down arrow key.

Text Editing

Textual items appear in many places in Windows Resource Editor windows. For example, lists of items have names. Many windows have editable text fields.

To activate a text item for editing, click it. You know the item's text is editable when a frame appears around the text, the text in the item becomes selected, or when the text insertion cursor appears in the item.

Navigate through the text in an item by using the arrow keys. You select text by dragging with the mouse in the text item. You can select a word by double-clicking the word.

To move from one item to the next in a series of text fields, use the Tab key. For example, if you are editing the name of a resource in the project window, if you press the Tab key the ID field becomes selected and editable. You can then modify the ID number if you wish.

Setting Properties

Use the properties window to view and edit an item's properties. To show a properties window for an item, right-click the item.

For more information see "Properties Window" on page 21..

3

Accelerator Tables

An accelerator table lists keyboard shortcuts that correspond to commands. Each entry in an accelerator table resource associates a command with combination of keys pressed on the keyboard. An accelerator table resource contains an accelerator table.

This chapter contain the following sections:

- Editing an Accelerator Table

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

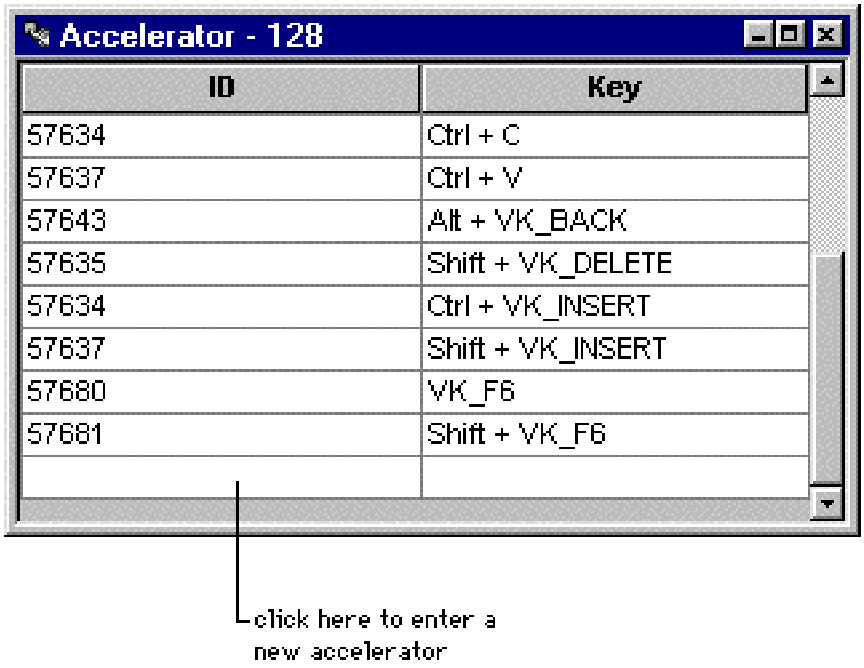
Editing an Accelerator Table

To change an ID in an accelerator table's entry, simply click it and enter a new value. To change the keyboard combination for an entry, click its button to show a dialog box prompting you to type a new keyboard combination, then click OK to save your change.

To add an item to an accelerator table resource, click on the last empty entry in the table and enter the values for the new item.

Figure 3.1 shows an example of an editor window for an accelerator table resource.

Figure 3.1 An example of an editor window for an accelerator table



4

Bitmaps, Cursors, and Icons

A bitmap is a picture composed of a grid of pixels. The resource editor has tools to draw and modify bitmaps. You use these tools to create and edit bitmap images, cursors, and icon resources.

This chapter contain the following sections:

- Editing a Bitmap, Cursor, or Icon Image

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

Editing a Bitmap, Cursor, or Icon Image

Windows Resource Editor offers many tools and commands for drawing, manipulating, and viewing bitmap, icon, and cursor images. The topics in this section discuss these features.

- Working with Colors
- Drawing Tools
- Setting a Cursor's Hot Spot
- Viewing an Image at Different Magnifications

Working with Colors

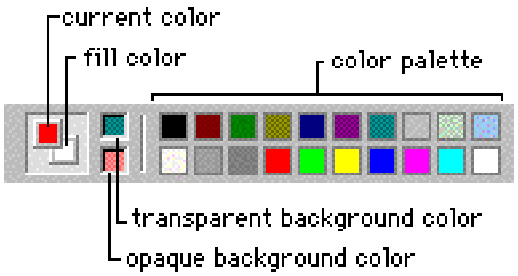
A tool for choosing colors appears in the toolbar when editing a bitmap, icon, or cursor image (Figure 4.1). This palette shows a *current* color, a *fill* color, an *opaque background* color, a *transparent background* color, and a palette of standard colors to choose from.

Windows Resource Editor uses the current color when drawing points, lines, and shapes. It uses the fill color to paint the interiors of shapes.

Use the opaque background color to denote pixels that obscure underlying images. Use the transparent background color to denote pixels that allow underlying images to show.

Clicking a color in the palette makes it the current color. Right-clicking a color in the palette makes it the fill color.

Figure 4.1 Choosing colors to draw with



Double-clicking the current or fill color box will show a dialog box that allows you to choose among a bigger palette of colors and set a custom palette of your own colors.

To save the color palette to use later, choose **Save Palette** from the **Image** menu. A dialog box will appear prompting you to a name and location to save the current color palette.

To retrieve a color palette from disk to use while drawing an image, choose **Load Palette** from the **Image** menu. A dialog box will appear prompting you to choose a color palette file to load.

Drawing Tools

This topic lists the tools for drawing, erasing, selecting, and manipulating bitmap, icon, and cursor images.

Table 4.1 lists the tools for working within the image. With these tools you draw, erase, and select parts of an image.

Table 4.2 lists the tools for applying geometric manipulations to an entire image. With these tools you flip and rotate the image. These tools are equivalent to the **Flip** and **Rotate** commands in the **Image** menu.

Table 4.1 Tools for erasing, selecting, and drawing pixels

This tool…	does this to an image
	erases a portion of the image
	draws a point (pixel) in the image in the current color
	selects a rectangular portion of the image
	draws using the brush of the selected shape and size with the current color
	fills an area with the current color
	draws text
	draws a straight line
	sets the current color to the color of the pixel that is clicked on
	increases or decreases the magnification of the image

This tool…	does this to an image
	draws a rectangle using the current color
	draws a rectangle with rounded corners using the current color
	draws an ellipse or circle using the current color
	draws a rectangle or square using the current color for its border and the fill color for its interior
	draws a rectangle or square with rounded corners using the current color for its border and the fill color for its interior
	draws an ellipse or circle using the current color for its border and the fill color for its interior
	draws a rectangle or square without drawing a border, using the fill color for its interior
	draws a rectangle or square with rounded corners without drawing a border, using the fill color for its interior
	draws an ellipse or circle without drawing a border, using the fill color for its interior
	marks a cursor image's hot spot

Table 4.2 Tools for geometric manipulation

This tool…	does this to an image
	flips the image horizontally
	flips the image vertically
	flips the image horizontally and vertically
	rotates the image 90˚ in a counter-clockwise direction
	rotates the image 90˚ clockwise

Setting a Cursor's Hot Spot

To set a cursor resource's hot spot, use the tool in the drawing tool palette. This tool is only active when editing a cursor image.

Viewing an Image at Different Magnifications

Windows Resource Editor offers these ways to set the magnification of the image you're working on:

- use the tool in the tool palette
- choose an item from the **Zoom** sub-menu in the **Image** menu.

5

Dialog Boxes

A dialog box is a window that prompts the user to enter information, set options, or alert the user about an urgent situation. A dialog box resource describes a dialog box's contents (buttons, text, and other controls) and the dialog box's position and size on the screen.

This chapter contain the following sections:

- Adding Items to a Dialog Box
- Arranging Items in a Dialog Box
- Deleting Items in a Dialog Box
- Setting Control Properties

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

Adding Items to a Dialog Box

Windows Resource Editor provides the full range of standard Windows controls for dialog boxes in the tool palette, listed in Table 5.1. To add controls to a dialog box follow these steps:

1. **Make sure the dialog box's editor window is active.**

   If the editor window for the dialog box that you want to add controls to is not active, click it. Alternatively, double-click the dialog box's entry in the file window to show its editor window.

2. **Choose a control to add to the dialog box.**

   Click the type of control you want to add in the tool palette. See Table 5.1 for a list of these controls.

3. **Add the control to the dialog box.**

   With the type of control selected in the tool palette, click in the dialog box in the editor window. The new control will appear where you clicked.

4. **Set the control's properties.**

   See "Setting Control Properties" on page 43 for more information on viewing and changing a control's properties.

Table 5.1 Tools for adding controls to a dialog box

This button…	lets you add this control to a dialog box
	Selects items in a dialog box. Use this tool to select items to work on.
	picture
	static text
	edit box
	group box
	button
	checkbox
	radio button

This button…	lets you add this control to a dialog box
	combo box
	list box
	horizontal scroll bar
	vertical scroll bar
	spin control
	progress control
	track bar
	hot key
	list control
	tree control
	tab control

This button…	lets you add this control to a dialog box
	animate control
	rich edit control
	Windows custom control

Arranging Items in a Dialog Box

Windows Resource Editor offers a rich variety of tools and options for arranging items in a dialog box. There are tools for aligning and resizing items, and there are options help place items.

The topics in this section are:

- Layout Tools
- Viewing and Setting the Tab Order
- Adjusting the Guide Rulers and Grid

Layout Tools

Windows Resource Editor offers useful tools for arranging, resizing, and trying out controls in a dialog box. These tools appear in the toolbar and are listed in Table 5.2.

NOTE: Some layout tools arrange a selected group of items based on the size or position of the dominant item, which is the last item you've selected. The dominant item appears with solid-colored selection markers while the rest of the select items have hollow selection markers.

Table 5.2 Tools for arranging, resizing, and trying out dialog box items

Use this tool…	to do this
	Aligns the left edges of the selected controls with the dominant control.
	Aligns the right edges of the selected controls with the dominant control.
	Aligns the top edges of the selected controls with the dominant control.
	Aligns the bottom edges of the selected controls with the dominant control.
	Centers the selected controls vertically within the dialog box.
	Centers the selected controls horizontally within the dialog box.
	Evenly distributes the selected controls horizontally.
	Evenly distributes the selected controls vertically.
	Resizes the selected controls to have the same width as the dominant control.

Use this tool…	to do this
	Resizes the selected controls to have the same height as the dominant control.
	Resizes the selected controls to have the same size as the dominant control.
	Hides or displays a layout grid. When the grid is showing, dragging a control in the dialog box makes it "snap" to the closest point in the grid when the control is dropped. When the grid is hidden, controls are placed exactly where they are dropped.
	Hides or displays the layout rulers.
	Tests the dialog box. Clicking this button presents the dialog box being edited, allowing you to operate its controls as if it were being presented in a program.

Viewing and Setting the Tab Order

To view and change the order in which each control gets focus when the user presses the Tab key, use the **Tab Order** command in the **Layout** menu. After choosing Tab Order, each control's position within the tab order appears as a number next to the control.

To change the tab order, click each control in the sequence of the new tab order. To turn off tab ordering click outside the dialog box but still inside the dialog box's editor window.

Adjusting the Guide Rulers and Grid

The Guide Settings dialog box has options to show or hide the rulers and the layout grid. It also has options to adjust the spacing of dots in the layout grid.

Follow these steps to show or hide the rulers and layout grid, and to adjust the size of the layout grid:

1. **Make sure an editor window for a dialog box is active.**
2. **Open the Guide Settings dialog box.**

   Choose **Guide Settings** from the **Layout** menu to show the Guide Settings dialog box.
3. **Show or hide the rulers and guides.**

   Select or deselect the **Rulers & guides** checkbox to show or hide the rulers and guides, respectively.
4. **Show or hide the layout grid.**

   Select or deselect the **Grid** checkbox to show or hide the grid, respectively.
5. **Set the layout grid's width and height.**

   Enter a value, in dialog units, for the width and height of the grid spacing. Now, when the layout grid is visible, its points will be spaced according to the new values you entered.
6. **Save your changes and close the dialog box.**

   Click **OK**.

Deleting Items in a Dialog Box

To delete a dialog box, select it in the file window then choose **Delete** from the **Edit** menu.

Setting Control Properties

To view and set the properties of an item in a dialog box resource, right-click the item to show its properties window.

For more information on the properties window see "Setting Properties" on page 27.

6

Menus

A menu provides a list of items that user may choose from. A menu resource contains a list of menus in a menu bar.

This chapter contain the following sections:

- Editing a Menu

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

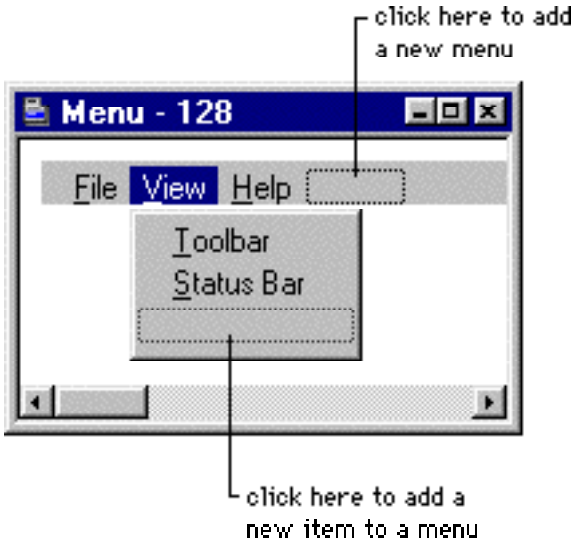
Editing a Menu

To add an item to a menu resource, double-click on the last empty entry in the menu. A properties window will appear for this new menu, allowing you to enter the values for the new item.

If the new menu's **Popup** property is set to true, you may also add new sub-items to the menu by double-clicking the last empty item under the menu.

Figure 6.1 shows an example.

Figure 6.1 An example of an editor window for a menu resource



7

String Tables

A string table resource lists a group of character strings. Use the resource editor to create and edit string table resources.

This chapter contain the following sections:

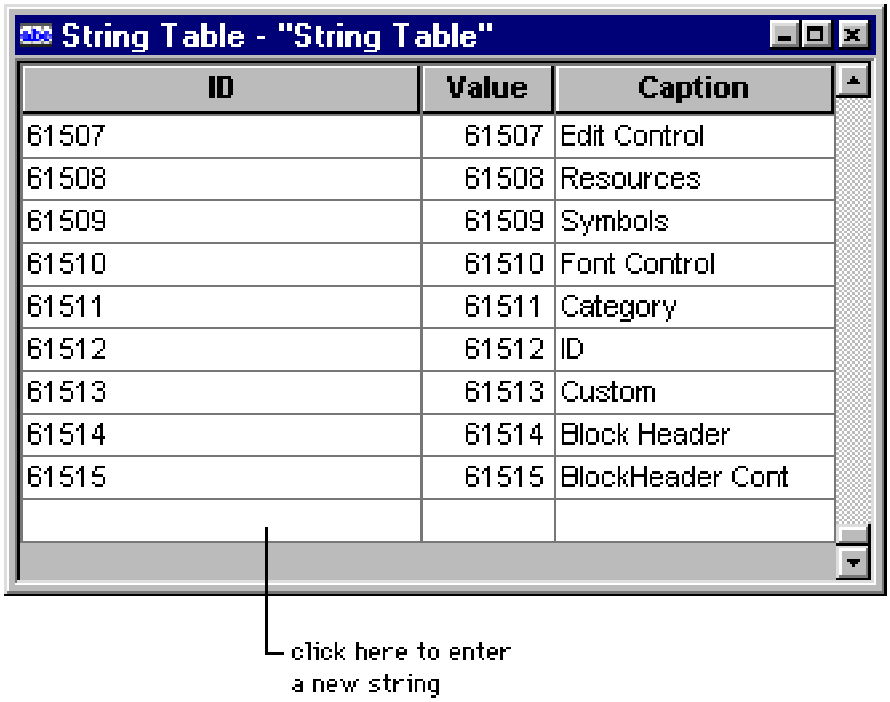
- Editing a String Table

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

Editing a String Table

To add an item to a string table resource, click on the last empty entry in the string table and enter the values for the new item. Figure 7.1 shows an example.

Figure 7.1 An example of an editor window for a string table resource



8

Toolbars

A toolbar presents a group of clickable buttons. When pressed, each button performs a command. Use the resource editor to create and modify toolbar resources.

This chapter contain the following sections:

- Editing a Toolbar

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

Editing a Toolbar

Windows Resource Editor offers the same tools for editing and drawing toolbar buttons as it does for bitmap, icon, and cursor images. For information on the tool to use for drawing and editing buttons for a toolbar, see "Editing a Bitmap, Cursor, or Icon Image" on page 31.

9

Version Descriptions

A version description contains information about a revision to a piece of software or data. In a version description are fields for version numbers, copyright information, product names, and other information. Use the resource editor to create and edit version resources.

This chapter contain the following sections:

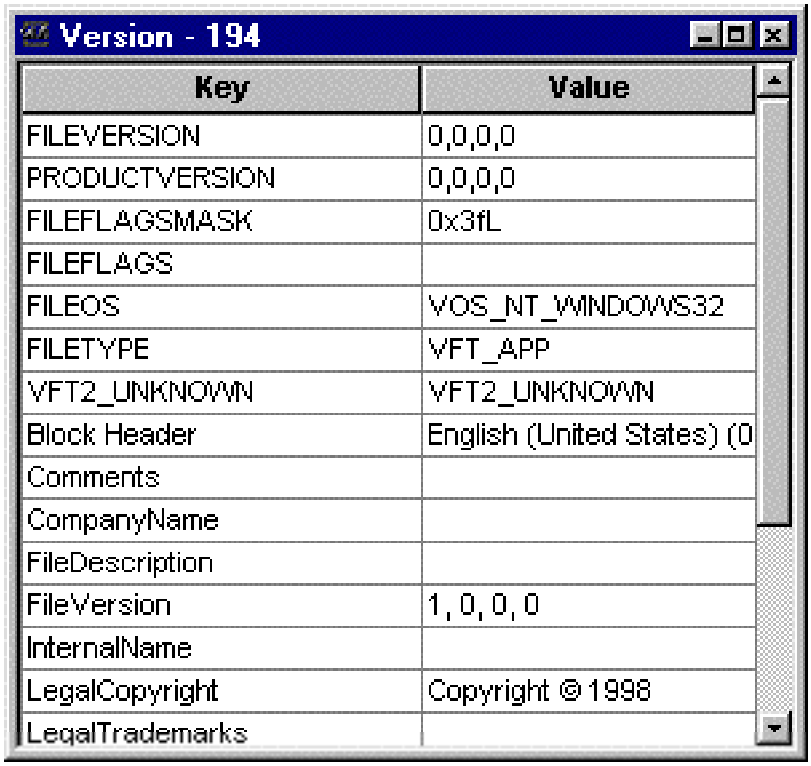
- Editing a Version Description

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

Editing a Version Description

Figure 9.1 shows an example of an editor window for a version resource. To change a value for a key in a version resource click its value, then enter a new value. Some keys have preset values that may be chosen from a pop-up menu.

Figure 9.1 Example of an editor window for a version resource



10

Custom Resources

A custom resource contains data that a program uses for its own purposes. One possible use for a custom resource is to store default option settings. The resource editor presents custom resource data as hexadecimal data that you may edit.

This chapter contain the following sections:

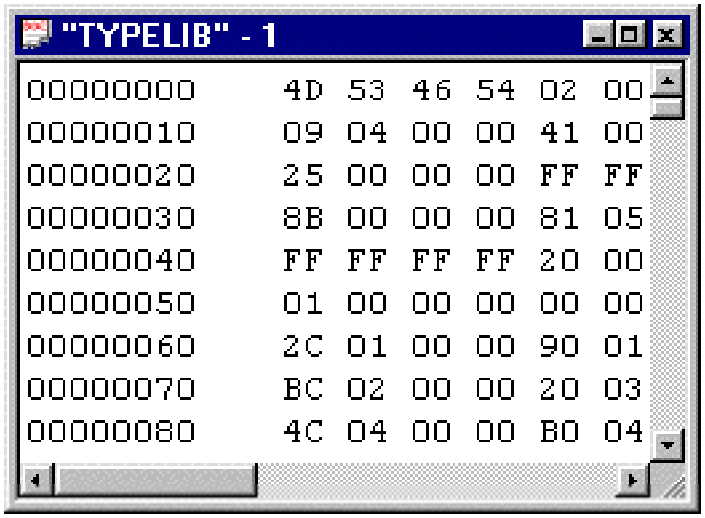
- Editing a Custom Resource

For information on creating, deleting, and setting properties for resources, see "Working With Resources" on page 12.

Editing a Custom Resource

Figure 10.1 shows an example of an editor window for a custom resource. Each line in the window shows an offset value, followed by the bytes of data in the resource at that offset. Numeric values in the window are displayed in hexadecimal format.

Figure 10.1 Example of an editor window for a custom resource



NOTE: Currently, this version of Windows Resource Editor only displays custom resources; it doesn't yet allow you to edit a custom resource's contents.

11

Menu Reference

This chapter lists the commands in the resource editor's main menu.

This chapter contain the following sections:

- File
- Edit
- View
- Image
- Layout
- Window
- Help

File

The **File** menu has commands for creating, opening, closing, and saving resource files. It also has commands for opening the most recently used files, printing, and exiting Windows Resource Editor.

New

Creates a new resource file.

Open

Opens a file and lists the resources in the file.

Close

Closes a resource file.

Save

Saves an already-existing resource file.

Save As

Saves a resource file to a different file than the one it was opened from.

Print

Prints the resource file's contents.

Print Preview

Shows an on-screen image of what the printed version of the resource file's contents will look like.

Print Setup

Shows a dialog box to customize printing operations.

Exit

Quits the application.

Edit

The **Edit** menu has commands for undoing actions and working with the clipboard.

Undo

Undoes the last operation.

Redo

Reverses the action of the last **Undo** operation.

Cut

Deletes the selected items and places them in the clipboard.

Copy

Places a copy of the selected items in the clipboard, leaving the selected items unaffected.

Paste

Inserts or replaces the selected items with the clipboard's contents.

Delete

Erases the selected items.

View

The **View** menu has commands for showing and hiding the toolbar and status bar.

Toolbar

Shows or hides the toolbar at the top of the resource editor's main window.

Status Bar

Shows or hides the status bar at the bottom of the resource editor's main window.

Resource Include

Shows settings for preprocessor directives when handling ".rc" files.

Image

The **Image** menu appears only when an editor window for a bitmap, icon, or cursor image resource is active. This menu has commands for working with these image resources.

Flip

Offers a sub-menu to flip the image horizontally, vertically, or both.

Rotate

Offers a sub-menu to rotate the image 90˚ either in a clockwise or counter-clockwise direction.

Grid

Shows or hides a grid between the image's pixels. Showing this grid makes it easier to distinguish between individual pixels.

Zoom

Offers a sub-menu of magnification values, ranging from 100% (actual size) to 800% (8 times larger than actual size)

Load Palette

Retrieves and uses a palette of colors from a ".pal" file.

Save Palette

Saves the current color palette to a palette ".pal" file.

Layout

The **Layout** menu appears only when an editor window for a dialog box resource is active. The Layout menu has commands for arranging, resizing, and trying out dialog box controls.

Align

Offers a sub-menu for aligning a selected group of controls in a dialog box. See "Layout Tools" on page 40 for descriptions of the toolbar equivalents of these commands.

Space Evenly

Offers a sub-menu for spreading out a selected group of controls in a dialog box either horizontally or vertically.

Make Same Size

Offers a sub-menu for resizing a selected group of controls to the same width, height, or both.

Arrange Buttons

Places buttons at the top-right or bottom-center of a dialog box.

Center in Dialog

Offers a sub-menu for aligning the selected group of control to vertical or horizontal center of the dialog box.

Size to Content

Resizes a button so that all its caption text is visible.

Tab Order

Shows and sets the order in which each control gets the focus when the Tab key is pressed. After choosing this command, a number appears at each control denoting its position in the tab order. Clicking controls in the dialog box gives the control a new position, in the order that the controls are clicked.

TIP: Clicking outside the dialog box, but still in the dialog box editor window will turn off this Tab ordering mode.

Guide Settings

Shows a dialog box for viewing and changing settings for rulers, guides, and the snap grid.

Test

Displays a running version of the dialog box, allowing you to operate its controls as if it were being used in a real program.

Window

The **Window** menu has commands for arranging the windows in Windows Resource Editor.

New Window

Creates a new window with the same contents as the active, frontmost window.

Cascade

Arranges the windows in the resource editor's main window so that they neatly overlap.

Tile

Arranges the windows in the resource editor's main window so that they don't overlap.

Arrange Icons

Arranges the minimized windows in the resource editor's main window.

Help

The **Help** menu offers commands for presenting online documentation about using Windows Resource Editor and information about Windows Resource Editor itself.

About Resource Editor

Shows information about the CodeWarrior Windows Resource Editor.

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CodeWarrior

Windows Resource Editor Guide

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Guide to CodeWarrior Documentation

CodeWarrior documentation is modular, like the underlying tools. There are manuals for the core tools, languages, libraries, and targets. The exact documentation provided with any CodeWarrior product is tailored to the tools included with the product. Your product will not have every manual listed here. However, you will probably have additional manuals (not listed here) for utilities or other software specific to your product.

Core Documentation	
IDE User Guide	How to use the CodeWarrior IDE
Debugger User Guide	How to use the CodeWarrior debugger
CodeWarrior Core Tutorials	Step-by-step introduction to IDE components
Language/Compiler Documentation	
C Compilers Reference	Information on the C/C++ front-end compiler
Pascal Compilers Reference	Information on the Pascal front-end compiler
Error Reference	Comprehensive list of compiler/linker error messages, with many fixes
Pascal Language Reference	The Metrowerks implementation of ANS Pascal
Assembler Guide	Stand-alone assembler syntax
Command-Line Tools Reference	Command-line options for Mac OS and Be compilers
Plugin API Manual	The CodeWarrior plugin compiler/linker API
Library Documentation	
MSL C Reference	Function reference for the Metrowerks ANSI standard C library
MSL C++ Reference	Function reference for the Metrowerks ANSI standard C++ library
Pascal Library Reference	Function reference for the Metrowerks ANS Pascal library
MFC Reference	Reference for the Microsoft Foundation Classes for Win32
Win32 SDK Reference	Microsoft's Reference for the Win32 API
The PowerPlant Book	Introductory guide to the Metrowerks application framework for Mac OS
PowerPlant Advanced Topics	Advanced topics in PowerPlant programming for Mac OS
Targeting Manuals	
Targeting BeOS	How to use CodeWarrior to program for BeOS
Targeting Java VM	How to use CodeWarrior to program for the Java Virtual Machine
Targeting Mac OS	How to use CodeWarrior to program for Mac OS
Targeting MIPS	How to use CodeWarrior to program for MIPS embedded processors
Targeting NEC V810/830	How to use CodeWarrior to program for NEC V810/830 processors
Targeting Net Yaroze	How to use CodeWarrior to program for Net Yaroze game console
Targeting Nucleus	How to use CodeWarrior to program for the Nucleus RTOS
Targeting OS-9	How to use CodeWarrior to program for the OS-9 RTOS
Targeting Palm OS	How to use CodeWarrior to program for PalmPilot
Targeting PlayStation OS	How to use CodeWarrior to program for the PlayStation game console
Targeting PowerPC Embedded Systems	How to use CodeWarrior to program for PPC embedded processors
Targeting VxWorks	How to use CodeWarrior to program for the VxWorks RTOS
Targeting Win32	How to use CodeWarrior to program for Windows